Personal Reasons for Creating Noetic Realism

I don't have to share Noetic Realism because I believe it is going to help people. I can share it because I want to create it.

There are plenty of legitimate reasons for me to make something.

I enjoy developing the ideas.

I want to see whether other people find them interesting.

I want to build a body of philosophical and creative work under my own name.

I want to experiment with occultism, philosophy, psychology, art, and media.

I may eventually want to build a business around something I have created.

Or maybe I simply want to leave something behind that says, "I thought about this, and this is what I came up with."

And I have to accept that there is no guarantee any of those things will happen.

That's the deal with making something public.

I also don't need to make Noetic Realism into a movement.

That's something I want to emphasize from the beginning.

Noetic Realism can simply be a body of ideas, a book, a course, practices, creative works, and an online presence.

If 50 people eventually read it, then that's what it is.

If 5,000 people become interested, that's great.

If 500,000 people somehow become interested, then I'll deal with that reality when it arrives.

I don't need to decide today that I am founding the next major philosophical tradition.

If my actual motivation is simply, "I think this is fucking interesting and I want to build it," then that's enough.

The business question is separate.

Can I make something that people voluntarily want to pay for?

That's an empirical question.

I don't solve that question by worrying about it indefinitely. I make a small product, put it in front of people, and see what happens.

If nobody buys it, that doesn't mean I have discovered that Noetic Realism is worthless.

It means I have learned that this particular product, presentation, audience, or price wasn't compelling enough.

That's information I can use.

And if I eventually decide, "You know what? I don't want to monetize this anymore," I can still keep creating it.

I don't owe the world a justification for making a strange little philosophy project.

Sometimes "I wanted to make it" is the whole reason.

And for me, that's enough.